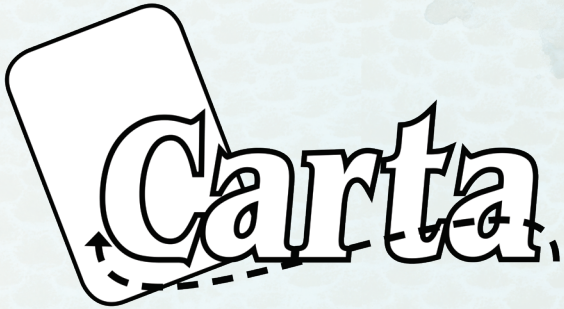
Dragon Dowser
A Journaling Game for One Player

DRAGON
DOWSER

Dragon Bowser



Designed by Rich Oxenham

Written by Kathryn Oxenham

Cover and interior art by WillowsQuest

Card art by A.G.Willow (WillowsQuest), Diana Barta and Sauren Rex

Editing by Cash Rion

Layout by Emily Entner

Additional content by Lucille Nual & Josh Arklin

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Hatchlings Games, 2023.

Our world was on the brink of collapse when the dragons arrived from a place parallel to our own.

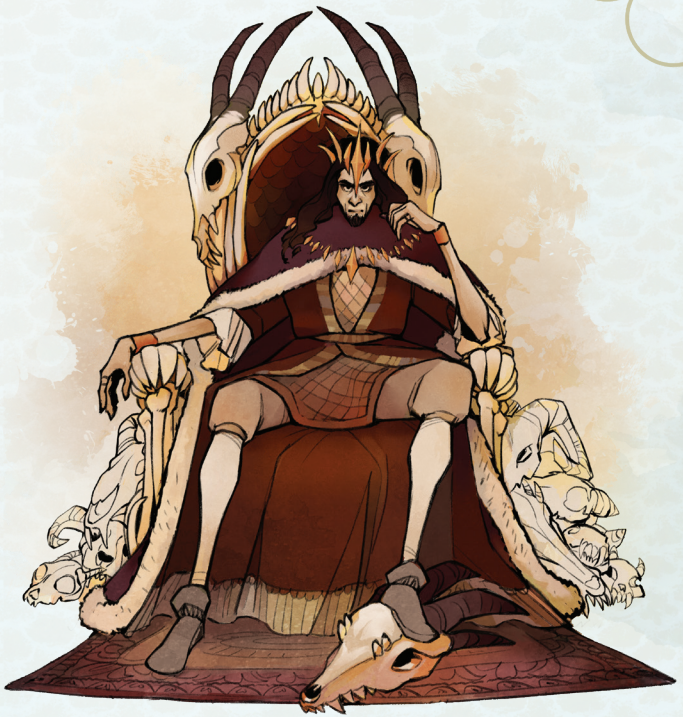
They came to help us, their unhatched eggs producing a wondrous energy able to power long-buried machines we once relied upon.

Eventually the land began to heal and the spore storms calmed.

But then we discovered the yolk of their eggs held the true power.

Using the revived machines as weapons, our tyrannical rulers slaughtered countless dragons to take their precious eggs, undoing centuries of peace in the blink of an eye.

Now a group of rebels called Dowsers work to save the remaining dragon eggs and restore peace to Praelar.



"Using your dowsing crystal, you must overcome the elements, uncover ancient mysteries, avoid the attentions of a tyrannical ruler and save the last of the dragon eggs."

Dying Earth

Climate change and conflicts had already brought humanity to its knees before colossal poisonous tornadoes we called spore storms threatened our extinction. As if hearing our death knell, dragons emerged from a parallel world to save Praelar and its people.

Dragon Essence

Harnessing energy from their unhatched eggs, the dragons powered machines long-buried beneath the spore fields. We used them to cultivate the land and clear poisons from the air and water. Even the spore storms began to disappear.

The Yolk Wars

Once we discovered the power of dragon yolk, our Mecharch leaders wanted it for themselves. They reprogrammed the machines as weapons and commanded them to slay dragons and retrieve their eggs. While some gifted the Mecharchs untold power, many eggs remained abandoned or broken.

Dowsers

There were those who rallied against this injustice. Those who believed that rescuing eggs and raising their hatchlings would heal Praelar and its communities once more. They were known as Dowsers.

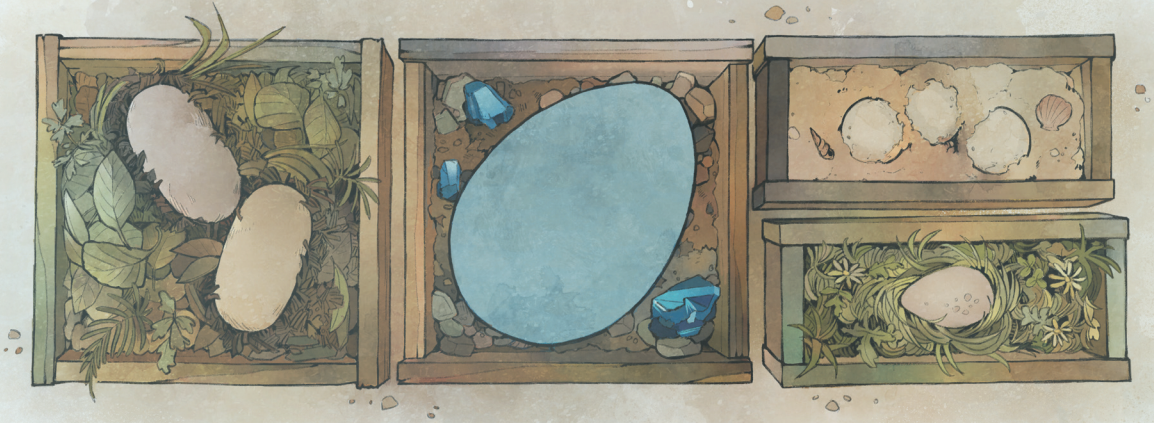
Premise

Dragon Dowser is a **solo journaling** game using the Carta system by Peach Garden Games.

You play a mysterious character known as a 'Dowser'.

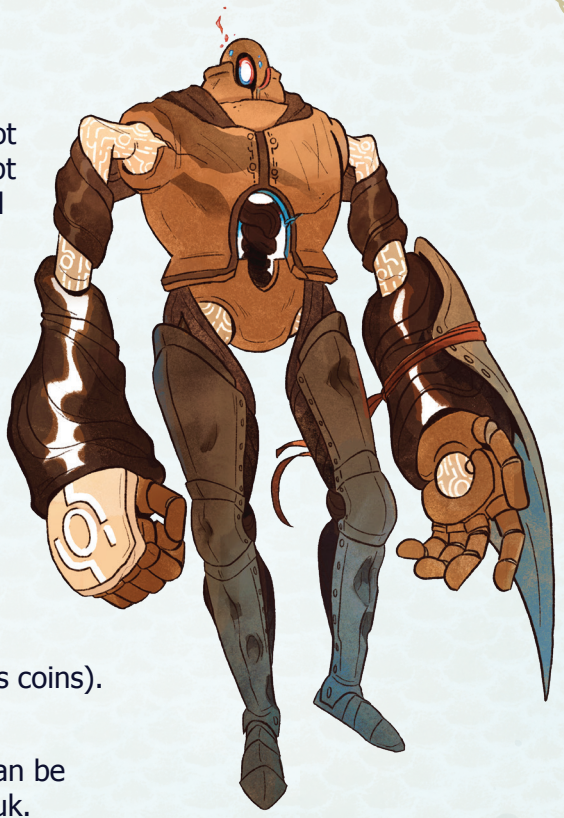
Your aim is to locate abandoned dragon eggs and return them to a **Sanctuary**

If you succeed before expending your **resources**, the hatchling you rescue can be **reared** to change the kingdom forever!



Tone and Safety

This game is suitable for **all ages.** Though there will be challenging moments, even perilous, your character cannot die on their journey. The themes of war will be largely kept in the background, but you will occasionally be confronted with the realities of on ongoing conflict.



Materials

A play-through should last around **30–60 minutes** depending on which cards are overturned and the depth of your journaling.

You'll need:

- a **deck of playing cards** (standard **54** including jokers).
- A **six-sided dice** (d6) to represent your Dowser.
- A **pool of tokens** to represent your resources (such as coins).
- A **journal** or device to record your experiences.

The custom deck of cards seen throughout these pages can be purchased from our website at www.hatchlingsgames.co.uk.

Dowsings

Before the game begins, you must choose from one of four **Dowsings**. The narrative you select will dictate which dragon egg you must find. Each Dowsing responds to a card **suit**, an **element**, a **season** and a **theme.**

Ace of Hearts
If chosen egg, collect 6 resources and head for Sanctuary. If broken egg, bury fragments for 6 resources.
Ace of Clubs
If chosen egg, collect 6 resources and head for Sanctuary. If broken egg, bury fragments for 6 resources.
Ace of Diamonds
If chosen egg, collect 6 resources and head for Sanctuary. If broken egg, bury fragments for 6 resources.
Ace of Spades
If chosen egg, collect 6 resources and head for Sanctuary. If broken egg, bury fragments for 6 resources.

Hearts (Hearts).

Water | Spring | Community

With its mother's last breath, the egg was dropped into the river where it traveled downstream, away from the hands of the Mecharch soldiers. They gave chase along the riverbank, but the water seemed to caress the egg and rage up to soak its pursuers. Their armour grew heavy and their boots sank into the mud. Soon the egg was out of sight, along with any chance of promotion!

Clubs (Talons).

Fire | Summer | Machines

With its father's last breath, he triggered the volcano to erupt, releasing the egg with the lava spewing from the mountaintop and away from the Mecharch soldiers. They sent a machine into the molten river, but its metal limbs quickly melted and it collapsed inches from the drifting egg. The Captain watched as the machine went up in smoke — along with their ambitions!

Diamonds (Teeth).
Earth | Autumn | Mysteries

With its sister's last breath, she crawled to the back of the lair and set off the traps, collapsing the tunnel above the Mecharch soldiers. A few managed to escape being crushed, but the landslide would take months to clear. The Captain knew there must be another way to the egg, but where was the entrance? If they didn't find it soon, they'd be replaced by a soldier still wet behind the ears!

Spades (Scales).
Air | Winter | Survival

With its brother's last breath, he called upon an eagle to carry the egg far from the Mecharch soldiers. They were ordered to shoot the bird from the sky, but their bolts seemed to ricochet off its feathers as if they were made from stone. The Captain realised the dragon at their feet was uttering words of protection which echoed in their ears louder than any scolding they would soon receive!

Setup

- Take your 54 playing cards.
- Remove the **Jokers** and place them to one side.
- After reading the four Dowsings, select the **Ace** you wish to find from the four suits and place it to one side.
- **Shuffle** the remaining deck and deal **23** cards, adding the preselected Ace before **reshuffling**.
- Remove the remaining **28** cards from play.
- Place the **24** cards **face-down** in a **6x4** rectangular spread.
- Once finished, place the two Joker cards anywhere on the outside of the spread. These represent Sanctuaries and we recommend having ample space between them.
- Set aside **10** resources and place your d6 on one of the Sanctuaries. This will be your **starting point**.

Example Setup

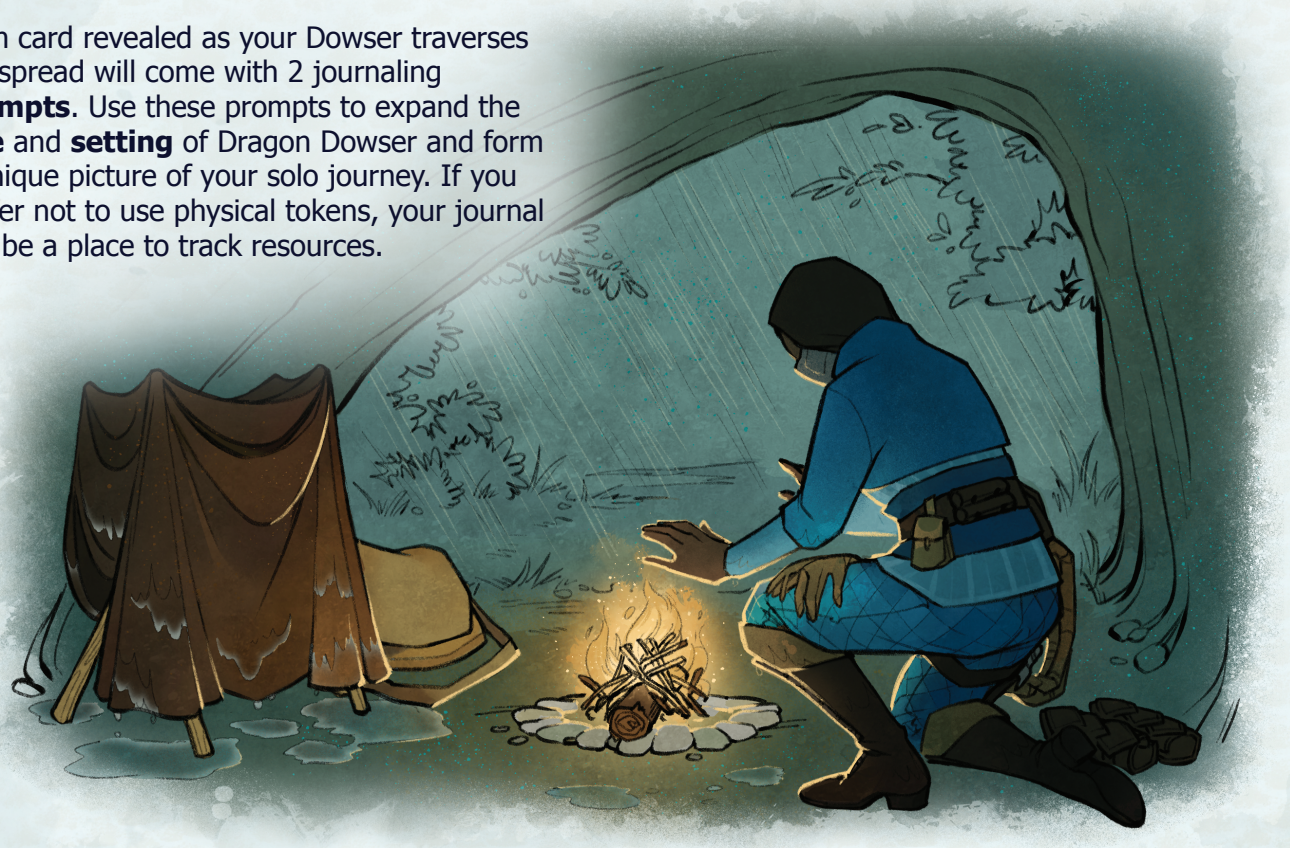
Movement

- With each turn, move your Dowser (d6) to an **adjacent card** in any direction.
- Each move across the spread expends a resource. Cards can either **give** resources, **expend** them further or ask for a **d6 roll**. Your 1st move from a Sanctuary to the spread is **free.**
- Once you land on a **face-down** card, flip it over and follow the prompts to the corresponding entry in the **rulebook.**
- If the card was already face-up, do not repeat the prompts. However, **backtracking** will waste resources so we recommend taking a linear route across the spread.
- If you discover an Ace other than the one you selected, gain **6** resources. These eggs are discovered cracked and you must offer a **blessing** whilst burying the fragments (see Blessings on pg13).
- If your resources run dry, you have abandoned your search for the egg.
- Once your Ace is revealed (+6 resources), retrace your steps back to a Sanctuary for success!

Example Movement

Journaling

Each card revealed as your Dowser traverses the spread will come with 2 journaling **prompts**. Use these prompts to expand the **lore** and **setting** of Dragon Dowser and form a unique picture of your solo journey. If you prefer not to use physical tokens, your journal can be a place to track resources.



Prompts

Every card in the spread (except the Aces) will have 2 prompts to inform your journaling. All cards will have a **mechanical** effect on your resources. Write answers to the prompts in your journal and make any changes to your resource pool.

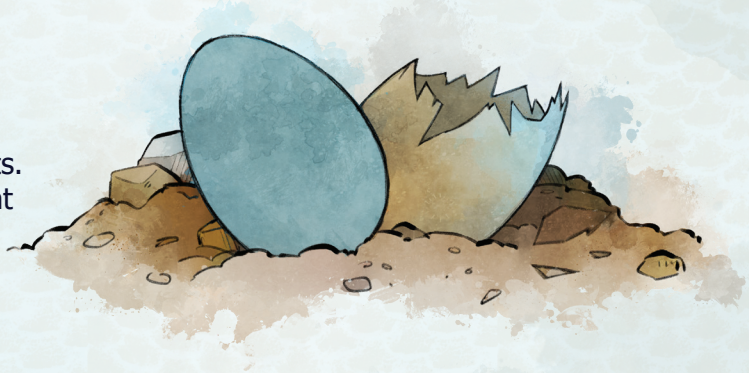
We have tried to keep the prompts as **open-ended** as possible, while maintaining the lore of the world you explore. We have done this to promote **creative writing** and to ensure every player's experience is **unique.**

Resources

Resources can represent anything and will often be described through the card prompts. However, sometimes you may want to invent your own for the sake of the story.

Blessings

Only the Ace you chose at the start is guaranteed to appear in the spread. However, If you discover an alternate Ace, it is found broken with its contents destroyed. Though this is a sad discovery, your Dowser can offer a blessing for the departed dragon in whichever manner the player sees fit. This can take the form of a **burial**, a **eulogy**, some form of **ritual** or any other **ceremony** of your imagination. Please record this in your journal.



Saving the Egg

Once you've returned the egg to a Sanctuary, you have completed your task. If you're feeling especially creative, why not add one final journal entry? Imagine what it would be like to rear the hatchling to adulthood. The years of bonding. The training. Its eventual freedom. Its reaction to the war and Praelar's tyrannical rulers.

The Journaling Deck

All cards include flavour text, two prompts and a resource effect. If the prompt is **chaotic** (numbers 7 or 8), players will roll a d6 to determine loss or gain of resources.

Alternate Play

If your starting resources feel too limited, or you would rather play without challenge, consider beginning with **12** resources or ignoring the loss when moving between cards.

Why not flesh out your journey between card turns? What happens from one scenario to the next? You could even turn your Dowsing into a multi-act attempt where failure is not the end, but a chance to restock at a Sanctuary before heading out once more.

Hearts
Community

2 of Hearts

Negative

Card

They interrupted the only bath I've had in a fortnight!

Description

A community you come across believe you are a Mecharch spy. They chase you out, torches burning at your heels.

Prompts

Why do they believe you are a spy? How do you escape?

Effect: -5

3 of Hearts

Negative

Card

I should trust my instincts... and my crystal more!

Description

A stranger you meet at a crossroads says there are a clutch of dragon eggs to the north. You follow the path straight into an ambush.

Prompts

Describe the fight. How do you survive the ambush?

Effect: -4

4 of Hearts

Negative

Card

Better they have that and I keep my teeth!

Description

Sheltering with others from a spore storm, you enter into a game of chance, unaware that your opponent is using loaded dice.

Prompts

Describe the game you are playing. What do you lose in the wager?

Effect: -3

5 of Hearts
Negative

Card
I really shouldn't have fed her that raw meat!

Description
The hatchling you are trying to conceal decides to cause mayhem overnight.

Prompts
What does the baby dragon do? Describe the damage caused?

Effect: -2

6 of Hearts
Negative

Card
Whatever their crimes, this wasn't a fair fight!

Description
You come to the aid of a Mecharch soldier being trampled in the mud by a group of fellow Dowsers.

Prompts
How do you diffuse the situation? What are the consequences of your actions?

Effect: -1

7 of Hearts
Negative Chaos

Card
Thankfully my profession wasn't uncovered. I would have been broken with the furniture!

Description
The place you are staying at is raided by Mecharch soldiers while you sleep.

Prompts
Where did you stash your Dowsing gear? What do the soldiers take?

Effect: -d6

8 of Hearts
Positive Chaos

Card
Sometimes I forget there are others working for peace out here!

Description
While traversing a spore field you come across a band of fellow Dowsers. They invite you to their camp for the night.

Prompts
Describe the campsite. What happens in your downtime?

Effect: +d6

9 of Hearts
Positive

Card
Most of them just want to be home with their families!

Description
Following a promising lead, you come across a Mecharch deserter heading in the same direction and strike up a rapport.

Prompts
Describe your new acquaintance. Why did they turn their back on the military?

Effect: +1

10 of Hearts
Positive

Card
It's like they share a secret language!

Description
You recruit a Dowser from a nearby settlement who has a special affinity with hatchlings.

Prompts
Describe the new recruit. How does their affinity show?

Effect: +2

J of Hearts
Positive

Card
With every reunion, a step towards peace!

Description
You return an adolescent spring dragon to its family after rearing it from an egg.

Prompts
Describe the reunion. How does the adolescent react to leaving you?

Effect: +3

Q of Hearts
Positive

Card
There are casualties on both sides. I hope she's not beyond reason!

Description
You prevent a female spring dragon, who is set on retribution, from destroying a settlement.

Prompts
How do you talk the dragon down? What do the people offer you as thanks?

Effect: +4

K of Hearts
Positive

Card
That was some entrance!

Description
You land in a ravaged local settlement on the back of a male spring dragon. Together you defend them while they rebuild.

Prompts
Describe the restoration. What part do you play in the settlement's future?

Effect: +5

Clubs

Machine

2 of Clubs

Negative

Card

That's going to take some clearing up!

Description

A group of marauding machines obliterate one of your Sanctuaries. Remove one from the spread.

Prompts

Name one important item you recover from the debris. Why is it important to you?

Effect: -5

3 of Clubs

Negative

Card

From tilling soil to spilling blood; they never stood a chance!

Description

You repair a farming machine but Mecharch soldiers reprogram it to slay a family of nearby dragons

Prompts

Describe how the betrayal feels. How do you eventually deal with the machine?

Effect: -4

4 of Clubs

Negative

Card

Many of these soldiers were once farmers - how quickly they forget!

Description

A workshop dedicated to restoring agricultural machines is destroyed by Mecharch soldiers.

Prompts

How do they destroy the workshop?
Is anything salvageable?

Effect: -3

5 of Clubs
Negative

Card
Better ruined than in the wrong hands!

Description
You spend days helping a community excavate a buried machine only to find that it's beyond repair.

Prompts
What do you do with the remains? What were the people hoping to use it for?

Effect: -2

6 of Clubs
Negative

Card
I hope the thing chokes on it!

Description
The machine guiding you through a swamp is dragged into the murk by a mutated creature.

Prompts
Describe the creature. How do you escape the swamp?

Effect: -1

7 of Clubs
Negative Chaos

Card
It would help if it didn't have so many arms!

Description
A machine malfunctions causing havoc in a nearby settlement.

Prompts
What damage does it cause? How do you shut it down?

Effect: -d6

8 of Clubs
Positive Chaos

Card
Nothing gets wasted out here!

Description
You retrieve some functional parts from an otherwise broken machine.

Prompts
What was the machine's original purpose? What do you create with the parts?

Effect: +d6

9 of Clubs
Positive

Card
So many have been scarred by this war!

Description
You manage to construct a machine prosthetic for an ally. They reward you with extra provisions.

Prompts
Who is the ally? Why do they need the prosthetic?

Effect: +1

10 of Clubs
Positive

Card
Thank the Essence for oblivious merchants - what a steal!

Description
You come across a travelling merchant machine who agrees to a beneficial trade.

Prompts
What do you exchange? What other items is the merchant selling?

Effect: +2

J of Clubs
Positive

Card
They got what they deserved - it was hardly a fair fight!

Description
You form an alliance with a group of rebel Mecharch machines and rescue a juvenile summer dragon from a group of soldiers.

Prompts
Why have the machines switched sides? How does the confrontation play out?

Effect: +3

Q of Clubs
Positive

Card
Parenting can be tough, even for dragons!

Description
You construct a makeshift incubator from machine parts to cover for a female summer dragon while she goes foraging.

Prompts
How do her adolescent children react to the peculiar device? What does the female bring back for you in return?

Effect: +4

K of Clubs
Positive

Card
Out in the sun, stretching my muscles - it's almost relaxing!

Description
You spend a week fortifying a lair for a male summer dragon.

Prompts
Describe the defences. What do you talk about while you work?

Effect: +5

Diamonds

Mysteries

2 of Diamonds

Negative

Card

New fear unlocked!

Description

While investigating an Old-World underground labyrinth, tremors shake the ground above causing a devastating rock-fall.

Prompts

Why were you investigating the labyrinth? How do you find your way out?

Effect: -5

3 of Diamonds

Negative

Card

It was odourless and tasteless, no wonder they didn't realise!

Description

Someone is deliberately poisoning the water of a settlement you've been staying in.

Prompts

What is the nature of the poisoning? Who do you discover is the culprit?

Effect: -4

4 of Diamonds

Negative

Card

This is no easy fix!

Description

One of your dowsing crystals cracks from overuse. You will need it repaired if you are to locate that egg.

Prompts

Who repairs it for you? What does it cost you in return?

Effect: -3

5 of Diamonds

Negative

Card

Spore storms look almost beautiful in the darkness!

Description

You are with a group of merchants sheltering from a spore storm when the generator fails and you are plunged into darkness.

Prompts

How does your mind play tricks on you? What do you do to keep everyone calm?

Effect: -2

6 of Diamonds

Negative

Card

They may be in need, but so is everyone on this wasteland!

Description

You notice your rations are mysteriously dwindling over a few days.

Prompts

Who is the culprit? How do you discover them?

Effect: -1

7 of Diamonds

Negative Chaos

Card

Saving these eggs should never be a competition

Description

A rival dowser has been besmirching your name to local traders, making it hard to secure resources.

Prompts

Who is the rival dowser? Why have they got a vendetta against you?

Effect: -d6

8 of Diamonds
Positive Chaos

Card
You must have spent time with Dowsers to be so confident around us!

Description
A tiny autumn hatchling seems insistent that you follow it.

Prompts
Describe the journey. What do you gain when you reach your destination?

Effect: +d6

9 of Diamonds
Positive

Card
Thank the Essence, this should rid me of the swamp stink!

Description
You stray upon a hidden natural spring surrounded by stone carvings. You fill your canteens with rare fresh water.

Prompts
What do the carvings depict? Why do you think this place was built?

Effect: +1

10 of Diamonds
Positive

Card
Anything Old-World is usually worth its weight in machine parts!

Description
While searching an abandoned lair you find an ancient human artefact which will fetch a significant price with traders.

Prompts
Describe the artefact. What do you trade it for?

Effect: +2

J of Diamonds
Positive

Card
I hope I find them before that wandering Mecharch machine!

Description
While talking with some locals, you hear rumours of a young autumn dragon separated from its family.

Prompts
What clues do you gather to its location? Describe the journey to find it.

Effect: +3

Q of Diamonds
Positive

Card
Very few Dowsers are entrusted with such a gift!

Description
A mother autumn dragon gives you a dowsing crystal connected to her family.

Prompts
Describe the crystal. What does it feel like when you wear it?

Effect: +4

K of Diamonds
Positive

Card
I see dragons continue to make convenient scapegoats.

Description
Despite knowing it's innocent, a male autumn dragon is being blamed for destroying livestock.

Prompts
Describe the true culprit. What does the male dragon reward you with for clearing its name?

Effect: +5

Spades
Survival

2 of Spades
Negative

Card
It's like walking around a different world entirely!

Description
A spore storm blows in from the West, stripping everything in its path and forcing you to abandon your supplies. Familiar landmarks are destroyed and the landscape is changed.

Prompts
What do you do while waiting for the storm to clear? What landmarks have been destroyed?

Effect: -5

3 of Spades
Negative

Card
Usually their traps are crude and amateurish. Not today, apparently!

Description
You enter a dragon's lair, but discover it abandoned and laid with Mecharch traps.

Prompts
How do you negotiate the traps? What do you lose attempting to escape?

Effect: -4

4 of Spades
Negative

Card
If they've got to my rations, I swear they'll be on the spit tonight!

Description
A pack of scavenging mutants raid your camp in the night.

Prompts
Describe the mutated creatures. How do you defend the camp?

Effect: -3

5 of Spades
Negative

Card
Mother Nature has a lot to answer for!

Description
Whilst traversing a river you lose your footing and slip. You are submerged in the dark water and quickly develop a fever.

Prompts
Where do you shelter to get warm? What remedies or techniques do you use to recover?

Effect: -2

6 of Spades
Negative

Card
Only a machine labourer could clear this!

Description
The path you are meant to take is blocked by a landslide.

Prompts
What has caused the rockfall? How do you find your way around?

Effect: -1

7 of Spades
Negative Chaos

Card
Nothing like the healthy oaks back at the Sanctuary!

Description
You climb a tree covered in spores to scout the area and it crumples beneath you.

Prompts
Describe what you saw before falling. What do you damage in the accident?

Effect: -d6

8 of Spades
Positive Chaos

Card
This is a treasure trove if you know what to look for!

Description
You find an abandoned machine workshop and decide to scavenge what you can.

Prompts
What do you find that's working? What was the purpose of the workshop?

Effect: +d6

9 of Spades
Positive

Card
No need for thin, flavourless stew tonight!

Description
You discover a patch of mushrooms growing which will make a welcome addition to your usual camp rations.

Prompts
Describe the mushrooms. Do they have any unexpected effects?

Effect: +1

10 of Spades
Positive

Card
Just call me the wolf whisperer!

Description
You come across a stray wolf cub and raise it alongside your hatchlings. It eventually becomes a loyal companion.

Prompts
What do you call it and why? How does it interact with the dragons?

Effect: +2

J of Spades
Positive

Card
Even made a splint for its crumpled wing from the machine parts!

Description
You rescue a young winter dragon trapped beneath a fallen machine.

Prompts
Describe the dragon. What does it do to reward you?

Effect: +3

Q of Spades
Positive

Card
Thank the Essence for my natural charm!

Description
On your travels you come across a lair belonging to a female winter dragon; she shelters you from a snow drift and sends you off with fresh supplies once it's melted.

Prompts
Describe her lair. How do you gain her trust?

Effect: +4

K of Spades
Positive

Card
Never thought I'd look down on the spore storms!

Description
You encounter a male winter dragon who you aided in the past and he remembers you. He carries you over a large mountain range which would normally be impassable.

Prompts
How did you help him in the past? Describe what it feels like to ride a dragon.

Effect: +5

Example Dowsing

Entry One

The weather looks surprisingly pleasant this morning. I hope this bodes well for the start of my journey. Not a spore-storm in sight and let's hope it stays that way!

I'm seeking the egg of an autumn dragon. I've heard rumours from my colleagues that the location is somewhere nearby. Well, nothing for it! Let's begin.

Entry Two

Ace of Spades - Blessing

The weather must indeed have been a good sign! As soon as I left my Sanctuary, I came upon a spot of disturbed ground just beneath some storm-ravaged trees. It only took me a few moments of digging to reveal the shattered shell of a winter dragon egg. As is customary, I said a few words for the loss and felt myself shudder, as if a chill wind suddenly blew - although the day is warm. I felt invigorated rather than scared. I know it was a blessing to guide my path. I spent a while burying the egg before gathering my supplies and pressing forward.

Entry Three

4 of Spades - "A pack of scavenging mutants raid your camp in the night."

I knew my luck had to run out sooner or later. After leaving the burial site, I travelled northward before making camp for the night. Perhaps I should have paid closer attention to tracks in the area, as I was awoken just before dawn by terrible shrieks and howls. Peering from my tent I saw four foul and twisted creatures - mutants. They may have been dogs before the poison of this land rotted and corrupted them. They ripped apart my supplies with an intensity clearly borne of desperation.

Example Dowsing Cont.

As hideous as they were, I couldn't help but feel sorrow. I emerged from my tent, shouting and making myself as large as possible. Sure enough they fled, offering no resistance, yelping as they dashed into the tree-line. My rations are significantly depleted - the next few days will be tough!

Entry Four

8 of Diamonds - "A tiny autumn hatchling seems insistent that you follow it."

The next couple of days have passed without incident. The weather continues to hold, with no signs of a storm on the horizon. If I'm honest, the calm was likely lulling me into complacency as I didn't notice the hatchling until I'd almost trodden on it! It bared its tiny fangs at me, more in annoyance than in any real anger. It seemed obvious, after a few minutes, that it wanted me to follow it for some reason. Having made good time so far, I decided that a detour couldn't hurt and so we travelled together, soon arriving at a heavily wooded thicket. The hatchling bounded ahead until I found myself standing in what looked like an ancient ruin. I glanced around, wondering why it had led me here, when a glimmer off to the left caught my attention. Rooting through some old crates I found a store of Essence! The hatchling bounced with joy as I thanked it earnestly and then disappeared into the undergrowth. Definitely a fortuitous encounter!

Entry Five

3 of Clubs - "You repair a farming machine but Mecharch soldiers reprogram it to slay a family of nearby dragons."

This is the sort of thing we have to deal with from these soldiers. Not two days ago,

I repaired a machine for a local settlement to help with their planting. Today I saw the same machine, clearly tampered with, kill a nearby family of spring dragons in cold blood. Unfortunately, I was too far away to prevent the tragedy. I was, however, fuelled by an uncontrollable desire for vengeance and hunted the rogue machine down. Due to the fact that I was the one who'd repaired it to begin with, I knew its weaknesses. A few well-aimed blows and it fell.

Entry Six

8 of Clubs - "You retrieve some functional parts from an otherwise broken machine."

After the machine's betrayal, my mood had definitely sunk. My rations, although healthy, were dwindling. I was so wrapped in my thoughts I barely noticed the rusting hulk of a long-abandoned machine. Even from a distance, I recognised it as an assembly unit - used in factories to construct weapons. I approached carefully; it doesn't do to underestimate these contraptions. After making sure it was indeed completely useless, I checked it over and was able to liberate some rare parts. There is a market town about a day's travel away. I should be able to trade there for more rations.

Entry Seven

Ace of Diamonds - Success!

My trade at the town yielded few resources and I was fairly despondent setting off on the next stage of my Dowsing. My investigations led me through the sun-bleached countryside to a weatherworn cliff my colleagues had described. They said an egg could be buried near the northern side by a clump of rocks. It took some searching but eventually I found a likely spot. The sun beat down as I dug, and my hands began to cramp around the handle of my small spade. At last! The glimmer of a warm, round earthen-coloured egg! I willed

Example Dowsing Cont.

my hands not to shake from excitement as I gently placed it in an incubator and made my way back to my Sanctuary.

Sanctuary

The egg hatched a few weeks later - a tiny, perfect hatchling emerged from the shell, its pointed-orange snout sniffing curiously. It was a female and I named her Sorcha. She was inquisitive right from the start and kept me on my toes as I tried to balance letting her explore with protecting my possessions from a fiery end. As she grew, she became strong and tempestuous, but we never lost our bond and made a formidable team as we worked to destabilise the ruling powers of Praelar. In the end, fifteen Dowsers went to war against the Mecharch and the dragons soared, turning the sky red with fire and black with smoke. There were many casualties, but after three exhausting weeks we were finally victorious. The rulers of Praelar were overthrown and peace was at last restored.

Extended Play

Please feel free to invent your own Dowsings beyond our initial four. We'd love to see our themes, lore and setting expanded in new directions.

If you're a content creator, we encourage you to visit https://peachgardengames.itch.io/carta-srd and download Carta to get started creating your own journaling games.

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